

John



Gobbo



Orpheus



Theodore



Bruenor



Klunk



JOHN, O PALADINO



FR *Normal* +1 INT *Normal* +1
CON *Bom* +2 WILL *Normal* +1
DEX *Normal* +1 PER *Normal* +1
AGI *Normal* +1 CAR *Bom* +2

ESPAADA LONGA (+2) Dano: 1d6+1 ou
ADAGA (+2) Dano: 1d3+1

PV: 16 Defesa: 8
Deslocamento básico: 9m (6 casas)
Cura pelas mãos (Normal)

CURA +1 NATAÇÃO +1
ESCALAR +2 RASTREIO +2
MONTARIA +2 RELIGIÃO +2

GOBBO



FR *Fraco* - INT *Normal* +1
CON *Normal* +1 WILL *Normal* +1
DEX *Normal* +1 PER *Bom* +2
AGI *Ótimo* +3 CAR *Normal* +1

ESPAADA CURTA (+2) Dano: 1d3+1 ou
ZARABATANA (+1) Dano: 1d2

PV: 10 Defesa: 10
Deslocamento básico: 6m (4 casas)
Ataque Furtivo (Normal)

ACROBACIAS +3 FALSIFICAÇÃO +1
ARMADILHAS +3 FECHADURAS +1
DISFARCES +1 FURTAR +1
ESCALAR +1 FURTIVIDADE +1

ORPHEUS



FR *Fraco* - INT *Normal* +1
CON *Fraco* - WILL *Normal* +1
DEX *Ótimo* +3 PER *Bom* +2
AGI *Bom* +2 CAR *Normal* +1

2x ESPAADA CURTA (+2) Dano: 1d3+1

PV: 13 Defesa: 9
Deslocamento básico: 9m (6 casas)
Rituais: 1 (1º Círculo)
Pontos de Vida Extras (Normal)

ACROBACIAS +1 MONTARIA +2
ARQUERIA +3 RASTREIO +2
HERBALISMO +2 SOBREVIVÊNCIA +2

THEODORE



FR *Fraco* - INT *Bom* +2
CON *Normal* +1 WILL *Bom* +2
DEX *Bom* +2 PER *Normal* +1
AGI *Normal* +1 CAR *Normal* +1

CAJADO (+1) Dano: 1d3+1

PV: 10 Defesa: 8
Deslocamento básico: 9m (6 casas)
Magias: Fogo 2, Ar 1 (4 pts de Magia)
Rituais: 3 (1º Círculo)

ALQUIMIA +2 FURTIVIDADE +2
ARMADILHAS +1 IDIOMA (Elífico) +2
CURA +2 NATAÇÃO +1
DECIFRAR +2

BRUENOR



FR *Normal* +1 INT *Normal* +1
CON *Ótimo* +3 WILL *Normal* +1
DEX *Normal* +1 PER *Bom* +2
AGI *Normal* +1 CAR *Fraco* -

MACHADO ANÃO (+2) Dano: 1d6+2

PV: 18 Defesa: 8
Deslocamento básico: 6m (4 casas)
Fúria Bárbara (Normal)

ARMADILHAS +1 MONTARIA +2
ESCALAR +2 RASTREIO +2
FECHADURAS +1 SOBREVIVÊNCIA +2

KLUNK, O BÁRBARO



FR *Bom* +2 INT *Fraco* -
CON *Bom* +2 WILL *Normal* +1
DEX *Bom* +2 PER *Normal* +1
AGI *Normal* +1 CAR *Normal* +1

ESPAADA MONTANTE (+2) Dano: 1d6+3

PV: 16 Defesa: 8
Deslocamento básico: 9m (6 casas)
Fúria Bárbara (Normal)

ARMADILHAS +1 RASTREIO +2
ESCALAR +3 SOBREVIVÊNCIA +2
MONTARIA +2

Cassius



Giovanna



Germana



Elara



Tamara



Gabrielle



CASSIUS



FR *Ótimo* +3 INT *Fraco* -
 CON *Bom* +2 WILL *Normal* +1
 DEX *Normal* +1 PER *Normal* +1
 AGI *Normal* +1 CAR *Normal* +1

ESPADA MONTANTE (+2) Dano: 1d6+4 ou
 COICE (+3) Dano: 1d3+3

PV: 17 Defesa: 8
 Deslocamento básico: 9m (6 casas)
 Pontos de Vida (Normal)

ESCALAR +2 RASTREIO +2
 MONTARIA +2 PROFISSÃO +2
 NATAÇÃO +2 - (Ferreiro)

GIOVANNA



FR *Fraco* - INT *Normal* +1
 CON *Normal* +1 WILL *Normal* +1
 DEX *Bom* +2 PER *Normal* +1
 AGI *Ótimo* +3 CAR *Normal* +1

ESPADA CURTA (+2) Dano: 1d3+1
 BESTA DE MÃO (+2) Dano: 1d3

PV: 15 Defesa: 10
 Deslocamento básico: 9m (6 casas)
 Rituals: 1 (1º Círculo)
 Pontos de Vida (Normal)

ACROBACIAS +2 NATAÇÃO +2
 ESCALAR +2 PROFISSÃO +2
 MONTARIA +2 - (Caçadora)

GERMANA



FR *Normal* +1 INT *Normal* +1
 CON *Normal* +1 WILL *Normal* +1
 DEX *Normal* +1 PER *Normal* +1
 AGI *Ótimo* +3 CAR *Normal* +1

ESPADA LONGA (+2) Dano: 1d6+1
 ESCUDO (+2)

PV: 14 Defesa: 10 (11 c/ Escudo)
 Deslocamento básico: 9m (6 casas)
 Cura pelas mãos (Normal)

CURA +1 NATAÇÃO +1
 ESCALAR +3 RASTREIO +2
 MONTARIA +2 RELIGIÃO +2

ELARA, A DRUÍDA



FR *Fraco* - INT *Bom* +2
 CON *Normal* +1 WILL *Normal* +1
 DEX *Bom* +2 PER *Normal* +1
 AGI *Normal* +1 CAR *Bom* +2

CAJADO (+1) Dano: 1d3+1
 ADAGA RITUAL (+1) Dano: 1d3

PV: 12 Defesa: 8
 Deslocamento básico: 9m (6 casas)
 Magias: Água 1, Ar 1 (4 pts de Magia)
 Rituals: 3 (1º Círculo)

CURA +2 HERBALISMO +2
 DECIFRAR +2 NATAÇÃO +2
 IDIOMA (Élfico) +2 FURTIVIDADE +2

TAMARA



FR *Normal* +1 INT *Normal* +1
 CON *Fraco* - WILL *Bom* +2
 DEX *Normal* +1 PER *Normal* +1
 AGI *Ótimo* +3 CAR *Normal* +1

ADAGA (+2) Dano: 1d3+2
 BESTA DE MÃO (+1) Dano: 1d3

PV: 8 Defesa: 10
 Deslocamento básico: 9m (6 casas)
 Ataque Furtivo (Normal)

ACROBACIAS +2 FALSIFICAÇÃO +1
 ARMADILHAS +1 FECHADURAS +2
 DISFARCES +1 FURTAR +1
 ESCALAR +1 FURTIVIDADE +3

GABRIELLE










































FR *Normal* +1 INT *Bom* +2
 CON *Normal* +1 WILL *Normal* +1
 DEX *Normal* +1 PER *Normal* +1
 AGI *Normal* +1 CAR *Bom* +2








































ADAGA (+1) Dano: 1d3+2

PV: 10 Defesa: 8
 Deslocamento básico: 9m (6 casas)
 Magias: Luz 2, Fogo 1 (4 pts de Magia)
 Rituals: 3 (1º Círculo)

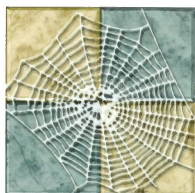
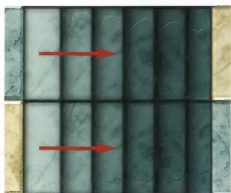
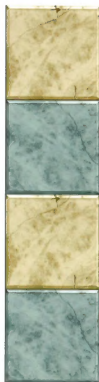
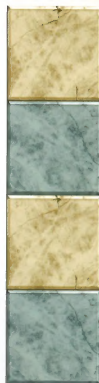
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 CURA +2 IDIOMA (Élfico) +2
 DECIFRAR +2 NATAÇÃO +2

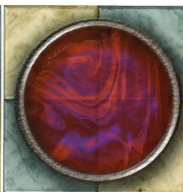
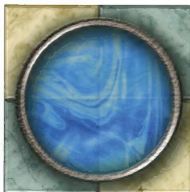
					
					
					
					
					
					
					
					
					

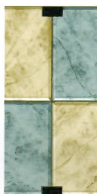
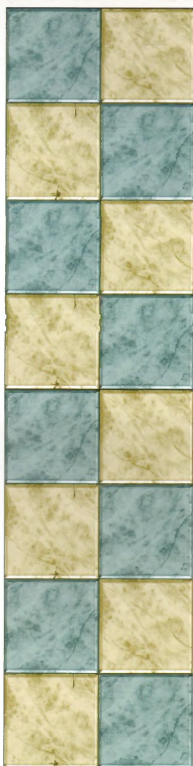
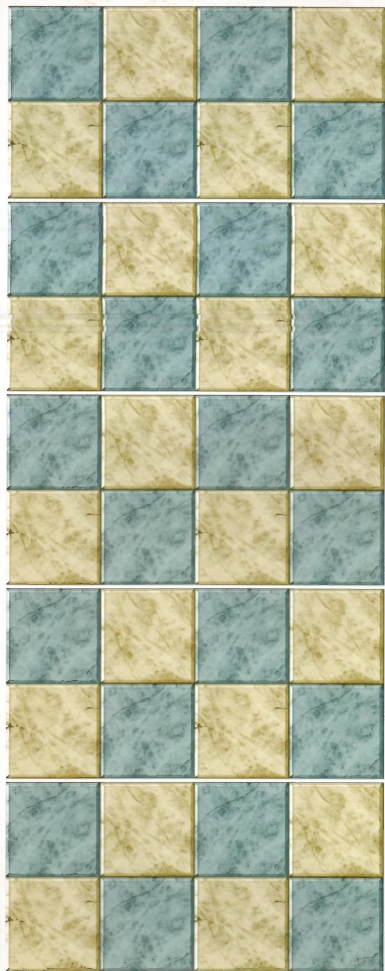
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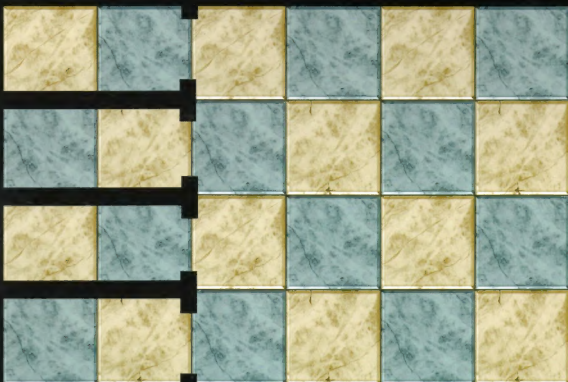
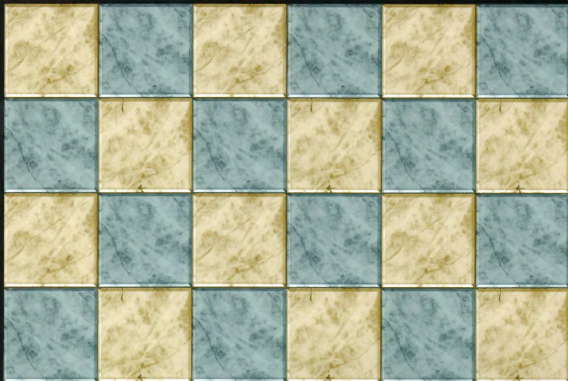
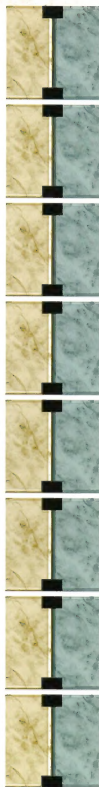
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Bruxa



Necromante



Bruxa



Necromante

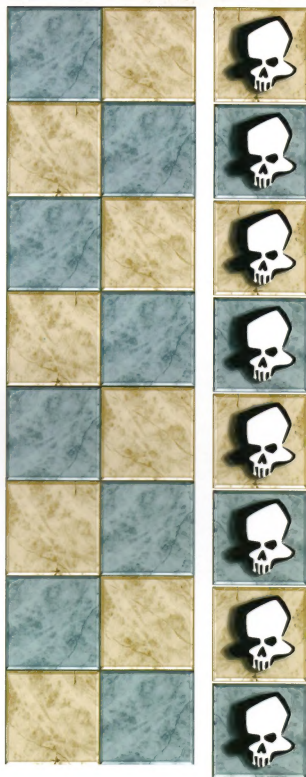


Bruxa



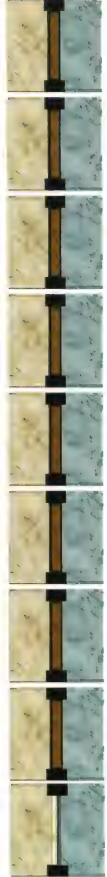
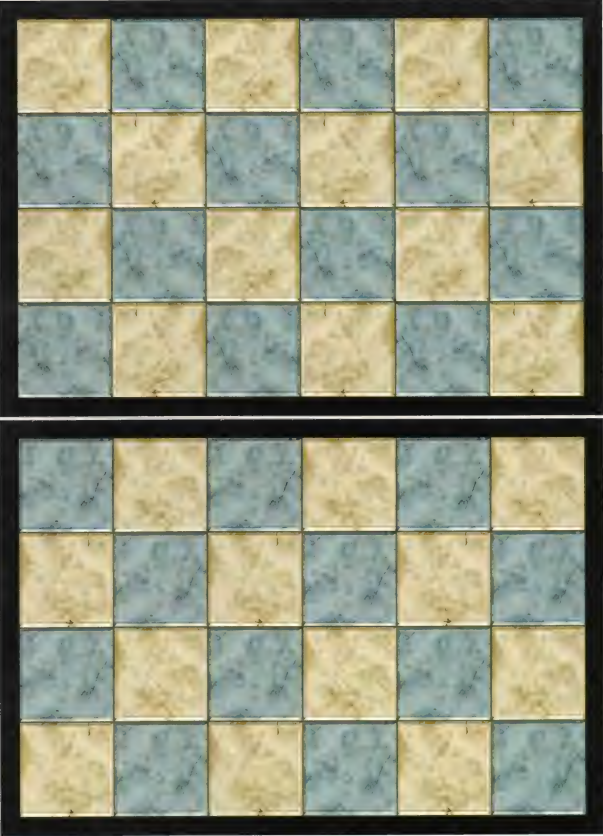
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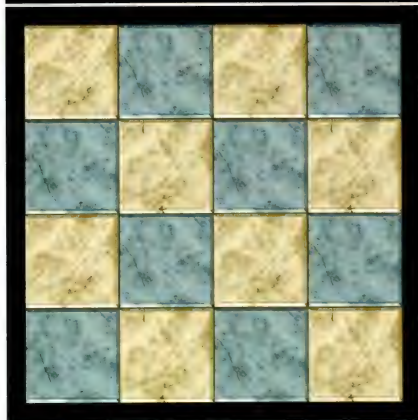
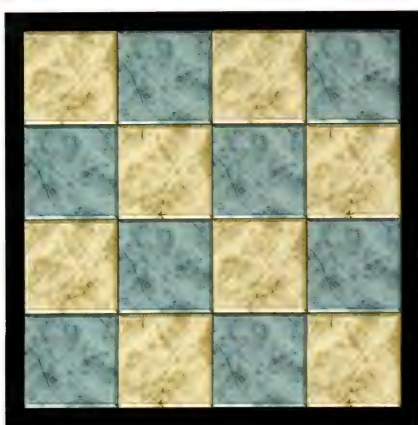
Tiago

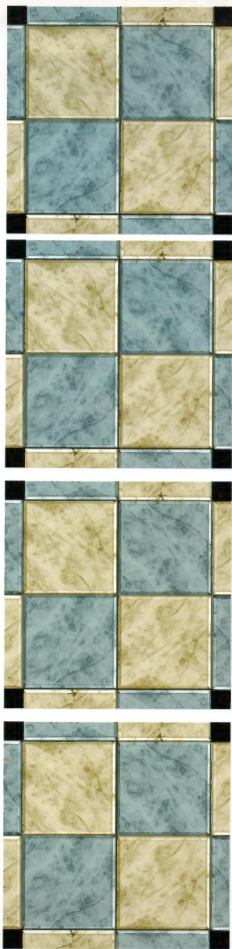
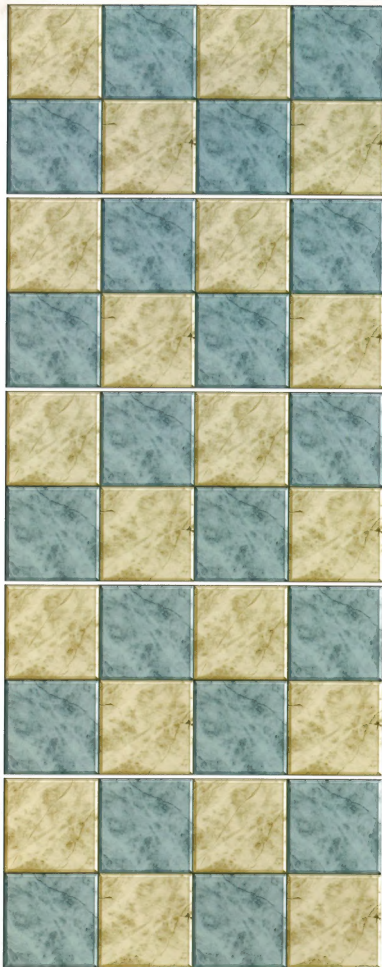




Observador			
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Gãgola			
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Troll das
Montanhas

